

# **SRM9030**

## **Mobile Radio**



## **Trunk**

## **Operating Instructions**

**TNM-U-E-0004**

**May 2001**





## **WARNINGS**

- 1. Do NOT use your radio when driving a vehicle.**
- 2. Do NOT operate your radio in an explosive atmosphere.**  
**Obey the 'Turn Off Two-way Radios' signs where these are posted.**
- 3. Do NOT touch the antenna while the radio is transmitting.**

## Using the Radio

Follow these hints for clear speech transmission and maximum battery life

- When speaking, hold the portable (or microphone speaker) a few centimeters from your mouth and speak across it, rather than into it.
- Keep the length of your conversation to a minimum.
- Replace the microphone on its cradle after use.
- Avoid making calls from known poor signal-strength areas such as the radio systems fringe areas (limit of range) or from screened areas – e.g. underground car park or underpass.
- To avoid unnecessary drain on the vehicle battery, keep the engine running when making long calls.

## About This Document

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## 1. INTRODUCTION

The SRM9000 Series Radios are versatile Digital Signal Processor (DSP) controlled, two-way mobile radios. The SRM9000 Series is available in a number of frequency bands and versions for specific applications. This manual describes the operation of the SRM9030 Trunk Alphanumeric Display variant.

The radio consists of a Transceiver unit that may be mounted in the vehicle boot or under a seat, and an Alphanumeric Control Unit which is designed to mount on the vehicle console or within view and reach of the driver. A microphone and speaker connected to the radio provide the audio interface.

The radio is software programmable and it can be customised to the operational requirements of your particular fleet. Your Simoco representative can help in programming your radios facilities to meet your present and future requirements.

This guide describes the facilities that are currently available and can be programmed into the SRM9030.

### 1.1 INSTALLATION

The SRM9030 Mobile Transceiver can be installed and set up for use by your dealer. As the installation is a technical and possibly hazardous operation, we do not recommend that you do it yourself. However, if you need information regarding the correct procedures for installation, please refer to the SRM9030 Installation Sheet supplied with the radio.

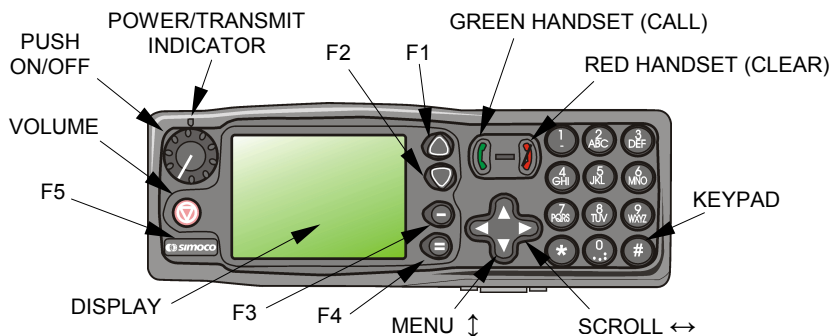
### 1.2 IN THE EVENT OF DIFFICULTY

If the radio fails to switch on, check that:










- the fuse has not blown,  
*Your dealer should advise you of the location of the fuse,*
- the power supply cables and connections are secure, and
- the vehicle battery is charged.

If these checks are OK, contact your dealer for further advice.

## 2. FRONT PANEL CONTROLS



**Figure 1 – SRM9030 Controller**

Button/ Control		Function
On/Off/Volume		Push to switch the radio On or Off. Rotate to set volume to the desired level.
Rx/Tx/Power LED		Green LED illuminates at power On. Red LED Illuminates when the radio is transmitting.
Green Handset		Used to place a call to the displayed identity.
Red Handset		Used to end a call, backspace /Clear dialstrings entries and return to the Main Menu Screen.
Keypad		Used to dial numbers, and insert dialstrings.
Scroll Up/Down		Scroll between Menu Screens.
Scroll Left/Right		Scroll through lists (within a Menu Screen).
Function Button F1		These buttons are programmable to perform different functions according to the menu that has been accessed. Displayed labels indicate button function.
Function Button F2		
Function Button F3		
Function Button F4		
Special Function F5		This button is programmable for a special operation.
Special Function F6	On top of Mic.	This button is programmable for a special operation.



## 3. MENU SYSTEM

The SRM9030 radio software uses a programmed Menu structure to enable the operator to access all of the radio options. The structure of the menu (comprising up to thirteen screens) can be programmed to meet the specific needs of individual customers. Figure 2 illustrates a complete menu structure for which the radio is capable of.

Any or all of the Screens can be programmed or hidden with the following provisos:

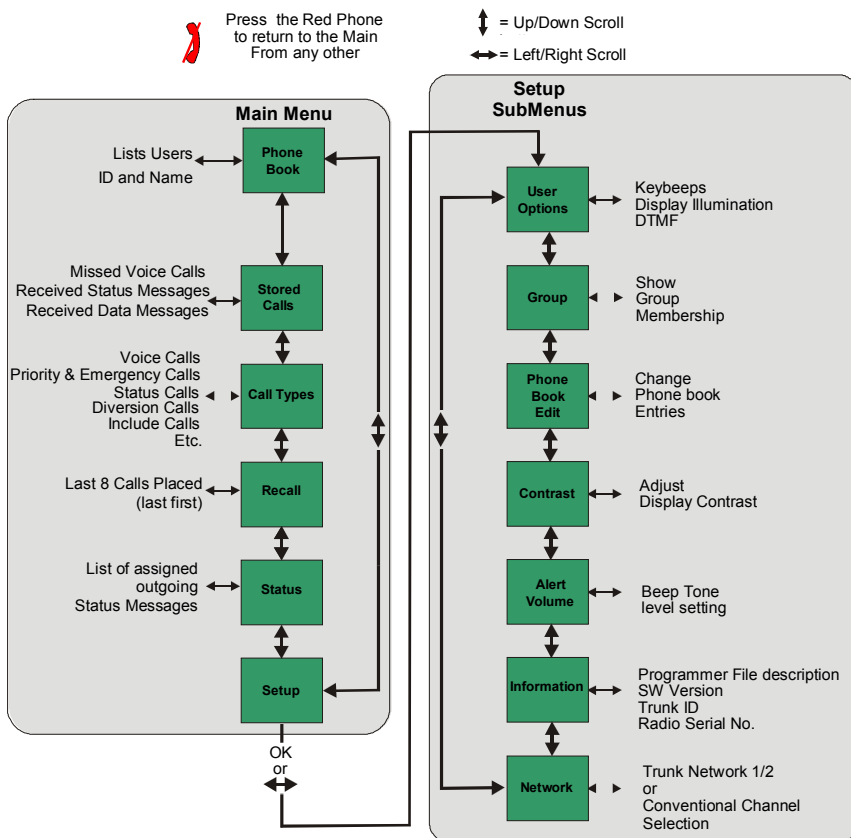
- The **Phone Book Screen** is always the default Screen displayed.
- The **Main Menu** provides access to the usual Screens required to **operate** the radio.
- The **Setup Sub Menus** provide access to the radio setup parameters.
- When options are placed in a **Setup** sub-menu, **Setup** should be offered as a sub menu in the **Main Menu** selection.
- Both the Main Menu and the Setup sub-menus can each hold up to ten Screens.
- Programming can allow any menu to be in any position.

### 3.1 MENU NAVIGATION

The **Up/Down Arrow** buttons enable you to scroll from the **Main Menu** through all of the Menu Screens.

The **Left/Right Arrow** buttons enable you to scroll through the available selections within a Menu Screen.

## Menu System

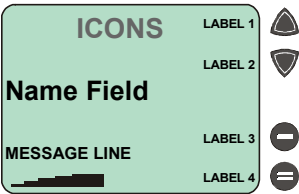


**Figure 2 - Menu Navigation**

4. MAIN MENU SCREENS

4.1 PHONEBOOK SCREEN

The Phonebook allows calls to be made to entries from the Phonebook list.



The **Name Field** shows the current selected entry from the Phonebook.

Press the **Left/Right Arrow** buttons to scroll through the **Name Field** entries.

Press the **Green Handset** to call the **Name Field** entry.

The **Message Line** provides information about what the radio is doing, e.g. Call-setup, Queued, Diverted, etc.






The **RSSI Bars** indicate the signal strength of the current Control or Traffic channel.

Displayed **Labels** show the function of the F1...F4 buttons. Pressing one of these buttons will execute the function.

The **Keypad** may be used to enter dialstrings directly.


The **Up/Down Arrow** buttons go to other Menu Screens.

Several **Icons** can be displayed as shown below:

ICONS	
	The rotating arrow icon shows that the radio is registering with the Trunk Network. It disappears when the radio is in-service.
	The envelope icon indicates that there are one or more stored calls, (in the Stored Calls screen).
	The outline speaker icon indicates that speaker audio is muted, e.g. during Call Setup, NPDs, etc.
	The solid speaker icon indicates that speaker audio is enabled, eg during a Call.
	This icon indicates Call Pending, i.e. there is an outgoing call waiting for the radio to be <i>In-Service</i> .

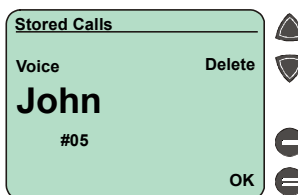
## 4.2 STORED CALLS SCREEN

This screen allows missed Voice calls (and received Status and Data messages) to be reviewed.

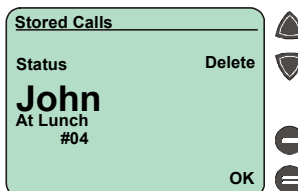
The  icon will show in the Main Phonebook Screen when there is an entry in this Screen. A "Bip" tone is emitted every few seconds when a new call or message is stored.

Three different types of call can be stored. The screen display will change depending on the type of call stored.

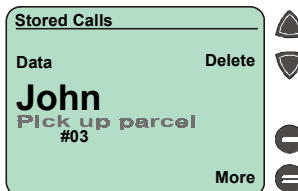
### Missed Voice Call



### Received Status Message





### Received Data Message




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The displayed number (#05) shows the queued position of the entry.  
The most recent call is shown whenever this Screen is displayed.

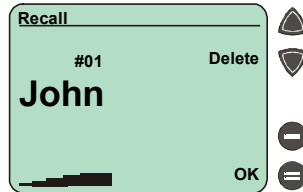
- Press **Left/Right Arrow** buttons to scroll through other stored calls.
- Press the **Green Handset** to Voice Call the originator.
- Press the **Red Handset** to return to the **Phonebook Screen** without making a call.
- Press  to delete the viewed entry and return to the **Phonebook Screen**.
- Press  to go to the **Phonebook Screen** with the Call Dialstring ready for editing, *the keypad is enabled for this step*.



When a Data call is stored the first 14 characters of the Data Message are displayed. Press  **More** to display the full message (up to 100 characters).



## 4.3 RECALL SCREEN

Use this Screen to review any of the last eight recently placed calls.

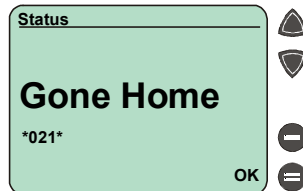



- Press the **Left/Right Arrow** buttons to scroll through the Recall list.
- Press the **Green Handset** to Voice call the originator
- Press the **Red Handset** to return to the **Phonebook Screen** without making a call.
- Press  to delete the viewed entry and return to the **Phonebook Screen**.
- Press  to go to the **Phonebook Screen** with the Call Dialstring ready for editing, *the keypad is enabled for this step*.

## 4.4 STATUS SCREEN

Use this Screen to view and send Status Messages from the programmed list.

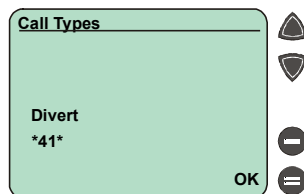
The screen will always open at the last viewed message.



- Press the **Left/Right Arrow** buttons to scroll through the Status list.
- Press the **Green Handset** to Send the displayed Status
- Press the **Red Handset** to return to the **Phonebook Screen** without making a call.
- Press  to go to the **Phonebook Screen** with the Status Message Dialstring ready for editing, *the keypad is enabled for this step*.

### 4.5 CALL TYPES SCREEN

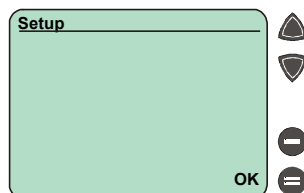
Use this Screen to make different types of calls.



- Press the **Left/Right Arrow** buttons to scroll through the available call types.
- Press the **Green Handset** to make the special call to the current Phonebook identity.
- Press the **Red Handset** to return to the **Phonebook Screen** without making a call.
- Press **⊖** to go to the **Phonebook Screen** with the Call-Type modifier ready for editing, *the keyboard is enabled for this step*.

### 4.6 SETUP SCREEN

Use this Screen to access the other Setup submenus.



- Press **⊖** or the **Left/Right Arrow** buttons to show the first of the submenus, and then the **Up/Down Arrow** buttons to scroll these screens.

See Section 7 for further information.

## 5. COMMON FUNCTIONS AND FACILITIES

### 5.1 SWITCH-ON/SWITCH-OFF

Momentarily press the **On/Off/Volume** Knob to switch the radio **ON**.

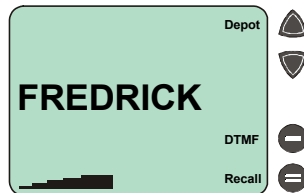
The display will illuminate and show a 'Welcome Message' and the Trunk Identity of the radio.

After a brief time the display will revert to the *Phonebook Screen*, at which time the radio is ready for use.

Pressing and holding the **On/Off** knob for approximately 2s will switch the radio **Off**.

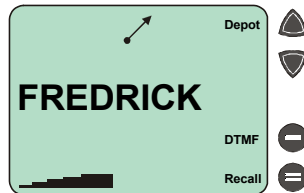
If the radio **Inactivity Timer** is enabled, the radio will automatically turn **Off** after several hours of inactivity (i.e. no buttons pressed). The radio will emit warning beeps for 10 seconds prior to switching off. Pressing any button will reset this timer.

The radio can also be setup to switch on automatically with the Vehicle Ignition whenever the vehicle is started.



#### 5.1.1 In-Service Indication

After switch on the radio must 'Register' with the Trunking Network before it can place or receive calls. When the radio is searching for the best channel a rotating arrow and the signal strength of the scanned channel is displayed. When the radio has registered, the rotating arrow symbol will disappear.



The radio is said to be **IN SERVICE** when it is in contact with the Network, and the arrow symbol is **not** displayed. A call cannot be made until the radio is **IN SERVICE**. The radio can queue one call (identified by the \* icon) which will be made as soon as the radio gains service.

#### 5.1.2 Volume Adjustment

The Volume Control adjusts the speech level at the loudspeaker. Rotating clockwise increases the volume and anti-clockwise decreases the volume.

**Note :** *The radio can be programmed so that the volume cannot be turned off completely.*



### 6. CALL TYPES

The Trunking System allows the user to make a number of different types of call. The SRM9030 supports most of the call types that can be accessed through the Trunk Network, including.

- Voice calls between Individuals or Groups
- Include Calls
- Status Calls
- Priority and Emergency Calls
- Diversion Calls

**Individual Calls** allow private conversations between two users. Other users can be included in the call using an **Include Call**.

**Group Calls** allow different members of a group to participate in a *group conversation*. All participants in the group can leave the call individually, but only the originator can end the call.

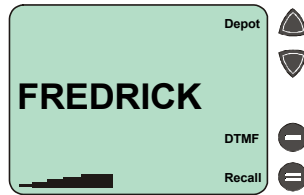
**Status Calls** allow a "status number" to be sent between users. The SRM9030 allows text messages to be associated with 30 "status numbers" and can display these text messages when such a status is to be sent or received.

**Diversion Calls** allow the user to divert incoming calls to another radio, telephone, etc. Similarly the SRM9030 can call radios that are diverted in this fashion. This allows a user to divert calls to the depot radio, for instance, when he is not in his vehicle.

- Notes:**
- 1 *Some of these call types are only available after prior arrangement with the Network Operator.*
  - 2 *Most Trunk Networks have a time limit placed on call duration. The Network terminates the call after this time.*

## 6.1 MAKING A VOICE CALL

Voice Calls may be made in several different ways:



### Using the Phonebook :

- From the Phonebook Screen, scroll through the entries using the **Left/Right Arrow** buttons until the desired name is shown; then press the **Green Handset** button.

### Using Direct-Call Function Button:

- The F1....4 or F5 buttons may be assigned as Direct-Call buttons. Pressing such a button will place a call to the pre-programmed identity. e.g. **Depot** in above example.

### Keypad Entry:


- The Users ID number can be entered directly as a dialstring using the Keypad. e.g. 45# will call radio unit No 45.
- Dialstrings of up to 30 digits can be used, refer to Appendix B. for numbering convention and valid dialstrings.


### Quick-Dial Memories:

- The first 20 phone Book Entries (0-19) can be setup as twenty Quick-Dial Memories.
- These allow a dialstring for a call number to be dialed quickly using the keyboard to enter the memory number followed by **#** e.g. 12# will dial the string for the number in Memory 12. The Phone Book Edit facility allows these numbers to be changed.

### 6.1.1 During a Voice Call

When a call is placed, a **Call Progress Message** is displayed on the *Message Line* and the speaker emits **Call Progress** tones (See *Appendix A* for more details).

When the called radio is contacted, both radios will “ring” and display the call setup icon. 

When the called person answers, both radios will be connected and will display the audio enabled icon. 

A conversation can now take place by each operator, in turn, pressing their Microphone PTT buttons and speaking.

When the call is finished, either operator can end the call by:

- replacing the Microphone on its bracket
- pressing the **Red Handset** button.

**Note:** *If the called radio cannot be contacted (radio off or out of range) or does not answer within a short period of time (dependant on the Network - about 10-30 seconds), a **Radio Busy** or **Unavailable** message is displayed and call-fail tones are emitted.*

## 6.2 MAKING A STATUS CALL

Status Calls allow a **Status Number** to be sent between users. This “status number” can have a meaning that the user assigns to it.

e.g.     1            may mean : “On the Job”  
          2            may mean : “At Lunch”  
          14          may mean : “Contact Home”, etc.

The SRM9030 automatically associates the number with the text when a Status is to be sent.

A Status Message can be sent in a number of ways similar to making Voice Calls.

### 6.2.1 Using the Phonebook

To send a Status Call using the Phonebook:

Scroll through the **Phone book** until the persons name is displayed (or enter the ID number using the Keypad).

Do **NOT** press #.

Using the **Up/Down Arrow** buttons, scroll through to the **Status Screen**.

Then use the **Left/Right Arrow** buttons to scroll through the entries until the desired message is displayed.

Press the **Green Handset** button to send the **Status Message** to the selected Phonebook person (or entered number).

**Note:** *Your radio may be set up to send all Status Messages to a fixed identity.*

### 6.2.2 By Dialling the Numbers

If the Status Message Number and the destination ID Number are known, use the keypad to enter the numbers in the format

\*0**n**\***x**#    where    **n** is the Status Message Number, and  
                  **x** is and the destination ID Number

e.g.     If Status 2 (“At Lunch”) is to be sent to Andrew Jones (Identity 35) :  
          Enter        **\*02\*35#**

**Note:** *You cannot send a Status Message during a Voice Call.*


## 6.3 RECEIVING A CALL

The SRM9030 will respond to incoming calls according to the type of call being received.

There are three types of call:


- Voice Call.
- Group Voice Call.
- Status Message or Data Message.

### 6.3.1 Receiving a Voice Call

When a call is received the radio will ring and display the call setup icon  and the origin of the call.

While the radio is ringing, the user can answer the call:

- by pressing the **Microphone PTT** button
- by removing the Microphone from its bracket, or
- by pressing the **Green Handset** button.

When you answer the call, both radios will be connected and will display the audio enabled icon. 

A conversation can now take place by each operator, in turn, pressing their Microphone PTT buttons and speaking.

When the call is finished, either operator can end the call by:

- replacing the Microphone on its bracket, or
- pressing the **Red Handset** button.

If a ringing call is not answered before the Network times out, or the Caller cancels the call, details of the call are entered in the Stored Calls Screen, refer to paragraph 4.2.

**Notes:** 1 *The SRM9030 responds in the same manner as above for Priority and Emergency calls. Emergency Calls show **Emergency** on the display.*

2. *Some Trunking Networks provide a different Call-Set-Up method which allows the radios to automatically answer incoming Voice Calls or allows the Caller to speak to the called person while the radio is ringing.*

### 6.3.2 Receiving a Group Voice Call

A Group Voice Call differs from an individual call in that the operators do not answer the call. All radios that are members of the Group automatically connect to the group call.


While in a Group Call, all operators can PTT, in turn, and talk to each other. Only the Originator can Clear the call. Any operator can leave the Group Call in the same manner as ending a normal voice call, refer to Section 6.3.1.

**Notes:** 1 *In some Trunk Networks, operators who leave a Group Call are returned to that Group Call after a short period of time. This "Late Joiner" Network facility allows users that were previously engaged on another call, to join a Group Call that is in progress.*

2 *A Broadcast Call is a special type of Group Call in which only the originator can speak. All other group members are inhibited. Broadcast calls are originated using dialstrings entered on the keypad, refer to Appendix B.*

### 6.3.3 Incoming Status and Data Messages

Incoming Status and Data Messages are stored, and can be viewed, in the Stored Calls Screen, refer to Section 4.2.

If not already displayed, the  icon appears on the Main Phonebook Screen and a short 'bip' is emitted to alert the user that a new message has been received.

6.4 CALL DIVERSION

Incoming calls can be diverted to another radio, telephone, or PABX extension, using the Call Diversion facility provided by the Trunk Network. In many instances Call Diversion is only available after prior arrangement with the Network Operator.

A diversion may be set up via the Call-Types Screen or direct from the keypad.

6.4.1 From the Call-Types Screen

Scroll through the *Phonebook* until the persons name is displayed (or enter the ID number using the Keypad).

Do NOT press #.

Using the **Up/Down Arrow** buttons, scroll to the *Call-Types Screen*.

Then use the **Left/Right Arrow** buttons to scroll through the entries until “*Divert*” is displayed.

Press the **Green Handset** button to make the diversion to the selected Phonebook person (or entered number).

6.4.2 By Dialling the Numbers

If you know the destination Identity Number, use the keypad to enter the numbers in the format:

\*41\*n# where n is the destination ID Number

e.g. \*41\*23# diverts to unit 23.

\*41\*097303800# diverts to a telephone number

6.4.3 To Cancel a Diversion

You cancel a call diversion by typing the dialstring **#41#**, or by selecting the “**Cancel Divert**” option from the *Call-Types Screen* and pressing the **Green Handset** button.

**Note 1 :** Other dialstrings for Call Diversion are as follows:

Dialstring	Function
*41*n#	Divert both Voice and Data calls
*411*n#	Divert only Voice calls
*412*n#	Divert only Data calls
#41#	Cancel both Voice and Data diversions
#411#	Cancel only Voice diversions
#412#	Cancel only Data Diversions

These dialstrings can be stored in the Phone Book.

## 6.5 DTMF OPERATION

When the DTMF facility is enabled, (refer to Section 7.1.1), the keypad is automatically switched to DTMF mode whenever a Voice Call occurs. In this mode you can send DTMF tones for activating functions via a Voice Call or telephone connection.

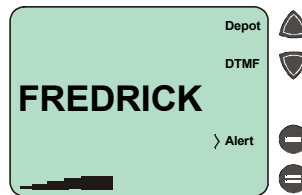
Tones are generated using the keys 0...9 # and \*.

**Note:** *When DTMF is enabled, the keypad cannot be used to make **Include** calls.*

## 6.6 EXTERNAL ALERT

Provision is made to connect an external alerting device to the rear of the radio. The external alert is activated in time with the ring tones on an incoming call.

This function is enabled by software programming. When enabled, the External Alert may be switched On or Off using a Function button. A Chevron is displayed next to the Button Label when the function is On.





7. SETUP

The Setup sub-menus allow the operator to edit/modify the operation of some of the general functions of the radio. The programmer can restructure or restrict access to any or all of these menu screens and may rearrange them according to specific requirements.

7.1 SETUP SUB MENUS


The Setup sub-menu structure programmed at manufacture is shown in Figure 2. These sub-menu Screens provide access to operator functions as follows.

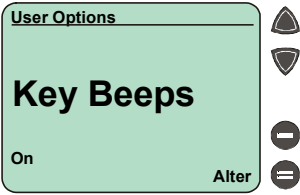
<b>User Options</b>	Key beeps, Display Illumination & DTMF on/off selection.
<b>Group</b>	Groups 1 - 8 Fixed groups, Groups 9 - 16 Network Dynamic, Groups 17 -24 Operator Editable.
<b>Phone Book Edit</b>	Allows Phonebook entries to be added, deleted or changed.
<b>Contrast</b>	Display contrast adjustment.
<b>Alert Volume</b>	Beep tone level setting (relative to Audio Volume).
<b>Information</b>	Programmer File description, SW version, Trunk ID and Radio Serial No.
<b>Network</b>	Trunk Network-1/2 or Conventional Channel selection.

7.1.1 User Options

The **User Options** menu allows the Keybeeps, Display illumination and DTMF facilities to be set On or Off.

Use the **Left/Right Arrow** buttons to scroll between the different facilities.

The  button toggles the selection On/Off. The setting is saved on exit.



## 7.1.2 Group

Use the **Group** menu to view groups of which you are a member. The lowest numbered Group ID will be displayed.

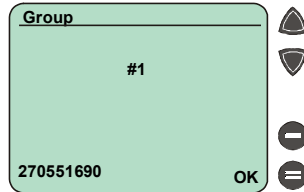
Use the **Left/Right Arrow** buttons to scroll the available Groups.

Groups 1 to 8 have been set up by the programmer and cannot be changed by the user.

Groups 9 to 16 are User Defined via the \* 50 \*... to \* 57 \*... keypad dialstrings.

Groups 17 to 24 are dynamically assigned by the Trunk Network and cannot be changed by the user.


Use the  button to return to the idle **Phonebook** screen.



## 7.1.3 Phone Book Edit


This menu allows you to delete, add or edit a Phone Book entry.

### 7.1.3.1 ADD A NEW ENTRY


Press  to add a new entry.

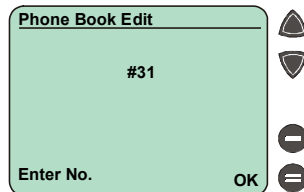
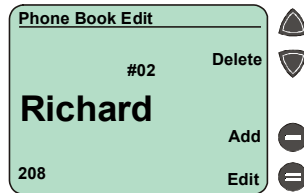
The next available Index number is displayed. Use the keypad to type the dialstring for the new entry.

Use the **Red Handset** to backspace/clear incorrect entries.

Press  to accept the number and display the next screen.


Use the keypad to type the name (refer to Section 7.1.3.4.)

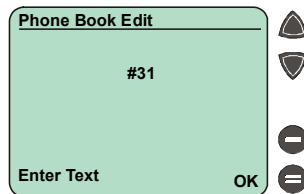
Press  to accept the name and go to the Main Menu.



### 7.1.3.2 DELETE AN ENTRY

Use the **Left/Right Arrow** buttons to scroll to the desired phonebook entry.

Use  to delete the current entry.

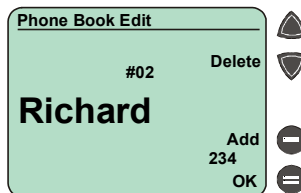


### 7.1.3.3 EDIT AN EXISTING ENTRY

Use the **Left/Right Arrow** buttons to scroll to the phonebook entry to be edited.

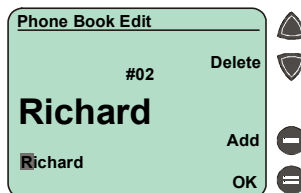
Press **⏮** to select the entry and present the number for editing.

(Use the **Red Handset** to backspace/clear an entry.)

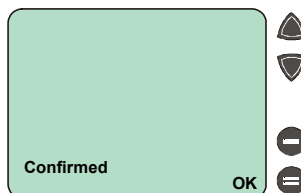


Type the new number and press **⏮** to go to the Name Edit Menu.

Edit the name, (refer to Section 7.1.3.4.) and press **⏮** to accept the changes.



The changes are confirmed.



### 7.1.3.4 USING THE KEYPAD

When using the keypad to type text,

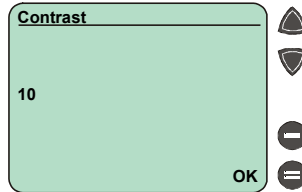
- Press the appropriate Keypad button a number of times until the desired Character or Number is selected.
- The current character space is shown by a **Flashing Block** cursor.
- Use \*/# to select lower/upper case letters, respectively.
- Use the **Left/Right Arrow** buttons to move to the next or previous character space to be entered/modified.
- Press **⏮** to accept and go to the next menu.

## 7.1.4 Contrast

The Contrast menu allows you to set the contrast level of the Display in the range from 0 to 15.

Use the **Left/Right Arrow** buttons to select the required level.

Press **⏻** to accept the setting and go to the Main Menu.



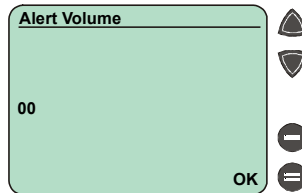
## 7.1.5 Alert Volume

This menu allows you to set the level of the Alert Volume Beep Tone in relation to the current Volume setting. The level can be set in 63 steps over the range -31 to +30.

Use the **Left/Right Arrow** buttons to change the relative alert level.

Press **⏻** to accept the setting and go to the Main Menu.

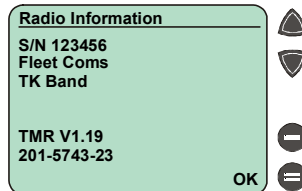
**Note:** A minimum Alert level may be set to ensure that Alerts can always be heard from the speaker.



## 7.1.6 Information

This menu displays information that identifies the Programmer File description, Software Version and Trunk ID.

This is a read only menu, press **⏻** to go to the Main Menu.



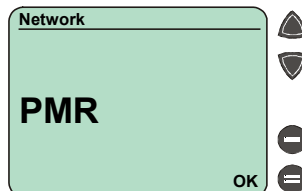
## 7.1.7 Network

The Network menu allows you to switch operation between;

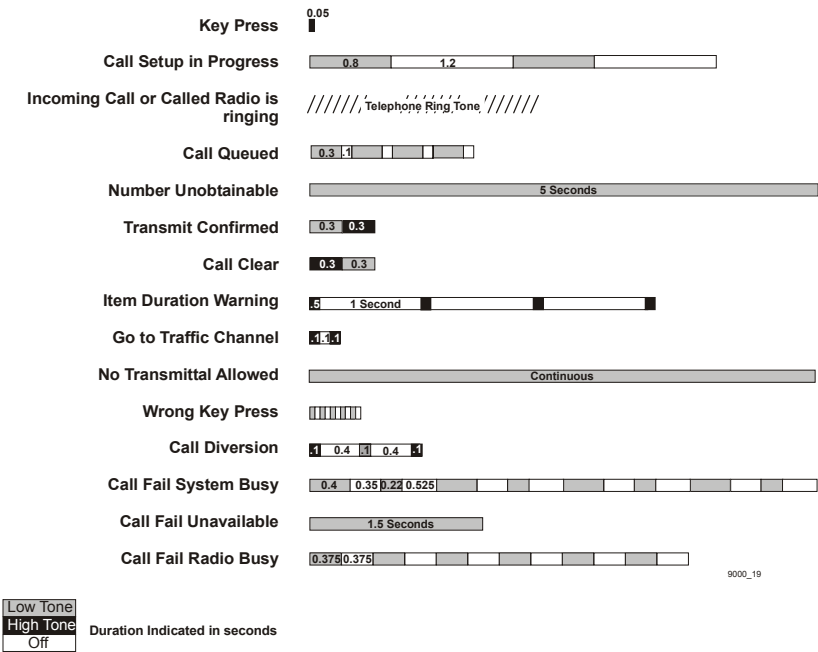
- Trunk Network 1.
- Trunk Network 2 or
- PMR.

Use the **Left/Right Arrow** buttons to make your selection.

Press **⏻** to accept that selection and go to the Main Menu. Refer to the Conventional User Guide for PMR operation.



Appendix A - Alert Tones and Messages



## SRM9030 ~ Mobile Trunk Radio User Guide

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These messages are displayed to give the user an indication of Call Progress.

<b>Incoming Call</b>	Accompanied by a ringing tone - indicates you need to answer the call.
<b>Calling</b>	Indicates the radio is passing your request to the Trunk Network and the Network is attempting to locate the Called party.
<b>Queued</b>	System is busy : no channels available on your site or called parties site. Wait and System may allocate you next available channel.
<b>Engaged</b>	The Called party is on another call. Wait and you may be connected if they become free.
<b>Unavailable</b>	The System could not find the Called party (may be out of range or switched off). The Called Party did not answer the ringing call. A Call-in-Absence message should have been left if their radio supports CIA.
<b>Unobtainable</b>	The System has (temporarily) no record of the Called party. e.g. Called party is not valid (i.e. unused number). Called party has been OFF for more than ~2 weeks (sys dependant). Called party is currently changing sites. Your radio may not be authorised for the type of call you are attempting. You are trying to call yourself.
<b>Accepted</b>	Your request has been accepted by the Trunk System (e.g. Diversion request).

## Appendix B - Dial Strings and Numbering Conventions

The following numbering conventions and dial strings apply on the SRM9030 radio.

### Dial Strings

Description	Call Modifier
Abbreviated PSTN Codes	**nn nn = 1 to 45
Call Set up Abandon/Call Complete	*# or Red Handset Button
Accept Incoming Call	# or PTT or Green Handset
Status Call	*0n*...# , n = 1 to 30
Broadcast Call	*11*...# (for groups only)
Send Short Data Message	*2*Data*...# ,Data=Up to 20 digits of 0-9
Non-prescribed data call	*31*...#
Divert all, voice, data calls	*41*...#, *411*...#, *412*...#
Cancel all, voice, data diversions	#41#, #411#, #412#
Cancel all, voice, data incoming diversions	#45#, #451#, #452#
Activate Incoming Call Queueing	*48#
Cancel Call Queueing	#48#
Set BUSY – all , voice, data calls	*49#, *491#, *492#
Cancel BUSY – all, voice, data calls	#49#, #491#, #492#
Alter User Group Membership	*5n*...# n = 0 to 7
Remove Group Membership	#5n# n = 0 to 7
Alter Short Form Entry	*6n*...# n = 0 to 19
Priority Call	*8*...#
Emergency Call	*9*...#
Request Call-Back	*0*...#
Cancel Call-Back	#0*...#
Quick-Dialing	n# n = 0 to 19
Repeat Last Call	# #
Goto Setup Screen	*52#

## NUMBERING CONVENTIONS

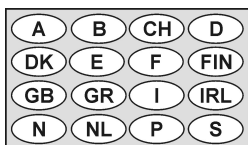
Numbering Convention	Description
0-19	Quick-Dialling (index must be in Phonebook)
20-89	Small fleet Unit number
90-99	Small fleet Group number
200-899	Large fleet Unit number
900-998	Large fleet Group number
999	Emergency operator
1000-8999	PABX extension
2nnnn	Short Interfleet Access
31000-38999	PABX extension on exchange 1
41000-48999	PABX extension on exchange 2
51000-58999	PABX extension on exchange 3
61000-68999	PABX extension on exchange 4
9nnnn	Short Interfleet Access
FFFFNN	Unit/Group NN in small fleet FFFF, FFFF = 2001-6050, NN = 20-99
FFFFNNN	Unit/Group NNN in large fleet FFFF, FFFF = 2001-6050, NN = 200-998
PPPPFFNN	Unit/Group NN in small fleet FFFF, in prefix PPP, PPP = 200-329, FFFF = 2001-6050, NN = 20-99
PPPPFFNNN	Unit/Group NNN in large fleet FFFF, in prefix PPP, PPP = 200-329, FFFF = 2001-6050, NN = 200-998
0NNN...	PSTN Call to number NNN..., NNN... can be up to 30 digits in length



## Appendix C - Glossary

A summary of common radio terms and some other terms used in this document, and their meanings, are given below.

<b>Alert tones</b>	The transceiver emits these tones to indicate an invalid operator or error.
<b>◀ Indicator</b>	When displayed next to a Function, indicates that the Function is active.
<b>Cradle</b>	The bracket that holds the microphone when it is not in use.
<b>Dial string</b>	A complete string that defines a call type and call address.
<b>Fleet</b>	A number of radios. Normally all radios owned by a user form a fleet. A fleet is subdivided into groups.
<b>FOACSU</b>	Full Off Air Call Set Up. You must accept the call before the system allocates a traffic channel for the call (see also POACSU).
<b>Group</b>	A number of radios with the same group identity, normally organised into functionally related groups.
<b>Identity</b>	The unique number of a trunking radio. This is fully specified as PREFIX/FLEET/UNIT NO.
<b>MIC</b>	Abbreviation for microphone.
<b>MPT1327</b>	Refers to the UK Ministry for Post and Telecommunications specification defining the low level protocol for public trunking systems.
<b>MPT1343</b>	Refers to the UK Ministry for Post and Telecommunications specification defining the User Interface for radios operating on MPT1327 public trunking systems.
<b>Network</b>	The trunking infrastructure and all its interconnections.
<b>POACSU</b>	Partial Off Air Call Set Up. The system checks to see if the unit being called is in radio contact, before allocating a traffic channel for the call. No check is made to see if you can/want to accept the call (see POACSU).
<b>Prefix</b>	A larger division of mobile identities that is subdivided into FLEETS.
<b>PSTN</b>	Public Switched Telephone Network — the telephone system
<b>PTT</b>	Press-to-Talk. Hold down the Press-to-talk switch on the microphone for the duration of the transmission.
<b>Service</b>	The radio has established communications with the trunking structure.
<b>Status</b>	The code that transmits the status of the mobile to the <b>Number</b> controller automatically.



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Hereby, Simoco Europe Ltd. declares that this product is in compliance with the essential requirements and other relevant provisions of **Directive 1999/05/EC**.